

Tharle Josefi

Programmer | Analyst | Video Game Scripter

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ABOUT ME

I'm looking for the first chance into the dynamic world of video game development. Armed with a Bachelor's degree in Computer Science and a recently earned Certificate of Collegial Studies in Video Game Programming, I am eager to bring my technical expertise, creativity, and passion for gaming to this vibrant field. I thrive on tackling new challenges and am ready to contribute to innovative projects that push the boundaries of interactive entertainment.

I'm very open to all kinds of opportunities and also open to moving out of my city if necessary. Go ahead and chat with me and I will be very happy to show my interest.

SKILLS

- C#
- C++
- Lua
- Python
- Java
- Kotlin
- Unity
- Unreal
- Love2D
- SDL
- Android Studio
- Full Stack Development
- Agile Methodologies

EDUCATION

Le Collège Bart

AEC - Video Game Programming and Integration
Awards of excellence for the best student

Quebec City, QC - Canada

08/2023 - 08/2024

Western Paraná State University (Unioeste)

Bachelor degree of Computer Science

Cascavel, PR - Brazil

02/2007 - 12/2013

CAREER SUMMARY

Video Game Programmer — Internship

Remote, Ottawa - Canada

Zombiecrafter

06/2025 - Today

Zombiecrafter is a Minecraft server that offers a unique zombie apocalypse survival experience. In my role as a Video game developer intern, I work closely with other developers to design and introduce new features, create new maps, make new assets, enhance the codebase, engage in bug fixing etc... Among Zombiecrafter's small team, I got the opportunity to contribute to a wide variety of modules, establish a close relationship with the community and actively participate in our fast growth. My duties is:

- Implementation of new features for the game.
- Optimization and refactoring of the codebase.
- Participation in Peer reviews and/or Documentation of technical components.
- Game testing, bug reporting and debugging.
- Engagement in meetings and collaboration with other developers.

Analyst Programmer

Quebec City, QC - Canada

Revenu Québec

06/2018 - 10/2022

- Conducted functional and technical analysis of user stories to define requirements and deliver tailored software solutions;
- Developed and implemented programming tasks using C#, ensuring clean, efficient, and well-documented code;
- Conducted thorough code reviews to maintain high-quality standards and adherence to best practices;
- Provided technical support to resolve issues, optimize performance, and ensure seamless system functionality;
- Collaborated with cross-functional teams to deliver projects on time and align with organizational goals.

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Analyst Programmer

Quebec City, QC - Canada

Directeur Général des Élections du Québec (DGEQ)

04/2021 - 03/2022

- Developed and implemented web-based applications using Java and Google Web Toolkit (GWT);
- Maintained and enhanced existing Java units to ensure optimal performance and scalability;
- Investigated, diagnosed, and resolved production anomalies to minimize downtime and improve system reliability;
- Collaborated with teams to deliver robust and efficient solutions that met organizational and user needs;
- Ensured code quality and adherence to best practices through rigorous testing and maintenance.

Analyst Programmer

Université Laval

Quebec City, QC – Canada

06/2018 – 02/2022

- Developed and maintained component-based models to support scalable and modular software design;
- Designed and implemented responsive web applications using Vue.js for front-end development;
- Built and optimized back-end systems using Java, ensuring robust and efficient server-side functionality;
- Conducted unit testing with JUnit to validate code reliability and maintain high-quality standards;
- Created and managed databases using SQL/Oracle, including schema design, maintenance, and performance tuning;
- Performed code reviews to ensure adherence to best practices, improve code quality, and foster team collaboration;
- Collaborated with cross-functional teams to deliver end-to-end solutions aligned with project goals and user requirements.

Analyst Programmer

Top Data

Curitiba – Brazil

11/2016 – 04/2018

- Team of 3.
- Component modeling;
- Web programming (AngularJS, Sublime);
- Back-end programming (Java, Eclipse);
- Unit testing (JUnit);
- Database creation and management (SQL, MSSQL);
- Code review;
- Creation and management of branches/tags in the GIT version control system.

Analyst Programmer

Central Server

Curitiba – Brazil

02/2014 – 06/2016

- Team of 5 people.
- Develop and update the client portal;
- Web programming (PHP);
- Back-end programming (Perl and VBScript);
- Database creation and management (PostgreSQL);
- Training new employees;

Analyst Programmer

WealthSystems

Cascavel – Brazil

12/2011 – 03/2013

- Team of 8 people.
- Android application development (Java/Android Studio/SDK);
- Understanding and programming system requirements; updating the company's software;
- Ensuring its integrity and usability;
- Back-end programming (Java, Spring, and Hibernate);
- Managing a team of new employees.
- Database creation and management (SQL);
- Code review;
- Creating and managing branches/tags in the SVN version control system.

LANGUAGES

- French : Fluent;
- English: Fluent;
- Portuguese: Native.

Hobbies & Curiosity

- Passionate Casual Gamer;
- Amateur Cook;
- Coffee Sommelier;
- Addicted to Boardgames;
- I'm a moderator in a game stream.